GAME ACTIONS

Reserve Turn Order.

Unlock Lens Location.

Gain Objective.

Navigation.

Exploration.

Academy.

Correspondence.

Deliver Specimen.

Research Museum Specimen.

Establish Campsite.

Theory of Evolution Track Advancement.

Gain victory points.

Gain Coins.

Gain Temporary Knowledge token.

Spend the indicated number of Time.

Gain the indicated number of Time.

GAME DISTINCTIONS

This Exploration action may move one space farther.

This Navigation action may move one space farther.

Place an additional Stamp with this Correspondence action.

Perform an additional Academy action.

Gain 2 coins.

Gain rewards from one location the Explorer or Ship moves through.

Stamps may be placed onto multiple Envelopes.

Reduce each Academy action's cost by 1 Coin.

Gain 3 victory points.

OBJECTIVE ACTIONS

Each lagging penalty costs no more than 2 victory points.

Reduce placement penalty by one.

Place 1 Special Wax Seal (purple) at no cost.

Gain victory points at the end of the game.

During final scoring, you add 1 book to your Theory of Evolution track multiplier.

Research any Specimen on the same track as your Explorer.

Do not pay scroll costs at the Academy.

Gain placed Tent rewards again.

Unlock the 5th worker.

MAIN BOARD

Golden banner, points gained by 1st to cross.

Silver banner, places a new Explorer on the indicated Island track.

Silver banner, places a new Ship on the indicated Ocean track.

Perform Land Adventure.

Perform Ocean Adventure.

1st player to reach this location.

All players.

MODIFIER ICONS

Represents a total discount for that particular action.

You won't pay any Coins to perform all steps of that particular action.

Indicates the number of times the associated action may be performed on this turn.

Perform the indicated previously played action once again.

The associated effect is applied for the rest of the game.

This action is gained once the game is over, during final scoring.

Immediately perform this action or apply the bonus.

Collect the corresponding reward based on one of the islands containing an Explorer of your color.

OBJECTIVES

Possess Wax Seals of the indicated color and number.

Possess Specimens of the indicated type and number.

Possess Specimens in the indicated shape and number.

Possess at least 8 Coins.

Evolution marker at or past the indicated track step number.

Have the indicated number of Tents placed on Campsites.

Your Ship must meet or exceed the HMS Beagle's position.

Possess the indicated number of temporary knowledge tokens.

Have at least the indicated number of victory points on the main board track.

Possess the indicated number of Ocean or Land Adventure tokens.

Have achieved one or more Crew cards.

Your Time token is at a number equal to or greater than the indicated number.

Have an Explorer on the indicated Island track.

Have an Explorer at the end of any Island track.

Have at least one or more silver or golden distinctions.

Empty at least the indicated number of Stamp stacks on your personal board.

You must have placed the indicated number of Personal Lens tokens onto the main board.

DARWIN'S JOURNEY

PLAYER AID

SPECIAL ACTION TILES

BASE GAME

1 Deliver one of your Specimens that has previously been delivered to the Museum.
2 Advance your Evolution marker 3 times forward.
3 Spend 1 Temporary Knowledge token to gain 7 Coins or 7 points.
4 Gain 1 Temporary Knowledge token and 3 Coins.
5 Place an unused Explorer at the start of an Island track you aren't on already.
6 Perform all actions associated with a locked location.
7 Place a Special Wax Seal (purple) on the left-most open spot for a Worker. Pay no Coins.
8 Perform an Unlock Lens Location action without spending Coins.
9 Research any Specimen that you don't already have.
10 Perform a value 2 Exploration and value 2 Navigation in either order.
11 Place your top Tent onto any open Campsite, pay any costs, and gain rewards.
12 Gain an Objective, then immediately fulfill any of your Objectives without meeting the requirements.

FIRELAND EXPANSION

F1 Gain 3 Time.
F2 Gain 2 Time. All opponents spend 1 Time.
F3 Perform an Ocean Adventure without spending any Time.
F4 Perform a Land Adventure without spending any Time.
F5 Gain an Elude Time token which negates all Time penalties this round. All opponents spend 1 Time.
F6 Perform value 4 Exploration or Navigation. Up to 2 Explorers or Ships may be moved.
F7 Choose a correspondence tile and perform all of its upper rewards.
F8 Place 1 Stamp on up to 3 different Envelopes.
F9 Explore once with up to 2 Explorers and Navigate once with up to 2 Ships.

SCENARIOS MINI-EXPANSION

B1 Gain 2 Coins for each researched Specimen, up to a maximum of 10.
B2 Gain 2 victory points for each Tent placed on a Campsite.
B3 Spend a Temporary Knowledge token to perform any unachieved Crew card reward.

PIRATES MINI-EXPANSION

P1 Gain 2 Coins and move the Pirate Ship to a different Ocean Section.

DARWIN WORKER MINI-EXPANSION

D1 If available, gain the Darwin Worker for one round. For requirements it has 6 Special Wax Seals (purple) and activates all silver and golden distinctions.

BEAGLE GOALS

BASE GAME

1 Score 4 points for each of your Yellow Wax Seals.
2 Score 4 points for each of your Red Wax Seals.
3 Score 4 points for each of your Green Wax Seals.
4 Score 4 points for each of your Blue Wax Seals.
5 Score 6 points for each of your Reptile Specimens.
6 Score 6 points for each of your Plant Specimens.
7 Score 6 points for each of your Bird Specimens.
8 Score 6 points for each of your Fossil Specimens.
9 Score 8 points for each of your empty Stamp stacks.
10 Score 5 points for each location you have unlocked.
11 Score 3 points for each of your achieved Objectives.
12 Score 4 points for each of your Tents on Campsites.

FIRELAND EXPANSION

F1 Score 6 points for each of your Ocean Adventure tokens.
F2 Score 4 points for each of your Land Adventure tokens.
F3 Score points equal to twice your current Time track location.

SCENARIOS MINI-EXPANSION

B1 Score 3 points for each of your researched Specimens.
B2 Score 2 points for each of your Wax Seals.
B3 Score 8 points for each of your silver distinctions.
B4 Score 2 points for each book you have reached or passed on the Theory of Evolution track.

CORRESPONDENCE TILES

BASE GAME

1 **1st:** Gain 1 Temporary Knowledge token and 2 Coins. | **2nd:** Gain 2 Coins.
2 **1st:** Gain 4 Coins. | **2nd:** Gain 2 Coins.
3 **1st:** Advance your Evolution marker twice. | **2nd:** Advance your Evolution marker once.
4 **1st:** Perform a value 2 Exploration action. | **2nd:** Perform a value 1 Exploration action.
5 **1st:** Perform a value 2 Navigation action. | **2nd:** Perform a value 1 Navigation action.
6 **1st:** Perform an Academy action, pay 2 less Coins. | **2nd:** Perform an Academy action.
7 **1st:** Gain 4 victory points. | **2nd:** Gain 2 victory points.
8 **1st:** Perform a value 1 Exploration **and** Navigation action in either order. **2nd:** Perform a value 1 Exploration action **or** Navigation action.

FIRELAND EXPANSION

F1 **1st:** Gain 2 Time. | **2nd:** Gain 1 Time.
F2 **1st:** Gain 2 Coins. All opponents spend 1 Time. | **2nd:** Gain 2 Coins.

CREW CARDS

BASE GAME

1 Gain 8 Coins.
2 Perform value 2 Exploration actions up to twice.
3 Advance your Evolution marker 5 steps.
4 Place an unused Explorer at the start of an Island track you aren't on already.
5 Perform an Unlock Lens Location action without spending Coins.
6 Place up to 4 Stamps onto any combination of Envelopes.
7 Perform the actions listed on any player's unachieved crew card.
8 Move your Ship to the same location as the HMS Beagle.
9 Perform all actions associated with a locked location.
10 Place your next unused Tent onto any open Campsite. Pay indicated costs and gain rewards.
11 Place a Special Wax Seal (purple) on the left-most empty Seal spot for a Worker. Pay no Coins.
12 Research any Specimen that you don't already have.
13 Gain 2 Temporary Knowledge tokens and 3 victory points.
14 Gain 8 victory points.
15 Gain an Objective, then fulfill any Objective without having to meet the indicated requirements.
16 Advance your Evolution marker 2 steps, gain 1 Temporary Knowledge token, and gain 3 Coins.

FIRELAND EXPANSION

F1 Gain 2 Time, 1 Temporary Knowledge token, and 3 victory points.
F2 Perform an Ocean Adventure and gain 2 Time.
F3 Gain 4 Time.
F4 Perform a Land Adventure and gain 2 Time.

SCENARIOS MINI-EXPANSION

B1 Gain all rewards from a Campsite location where you've already placed a Tent. No costs are paid. Gain 1 Temporary Knowledge token.
B2 Perform a value 5 Navigation action.
B3 Perform an Academy action without paying any Coins and gain 3 victory points.
B4 Advance your Evolution marker 2 steps and gain 5 Coins.

PIRATES MINI-EXPANSION

P1 Perform up to two Research Museum Specimen actions.
P2 Return one of your placed Workers to your personal board, placing it on any open Worker row.
P3 Gain up to 2 Objectives from the discard pile.
P4 Gain all rewards from any Campsite without paying its costs. You do not need a Tent at the selected Campsite.

DARWIN WORKER MINI-EXPANSION

D1 If available, gain the Darwin Worker for one round. For requirements it has 6 Special Wax Seals (purple) and activates all silver and golden distinctions.

TIME PENALTY TILES

FIRELAND EXPANSION

F1 Place one less Stamp with each Correspondence action.
F2 Maximum movement reduced by one for each Navigation action.
F3 Maximum movement reduced by one for each Exploration action.
F4 Each Academy action costs one extra Coin.
F5 Move one less step on the Theory of Evolution track with each Deliver Specimen action.
F6 Each Deliver Specimen action costs 2 extra Coins.
F7 Your occupied location penalty is increased by 2 Coins.
F8 You must lose 2 victory points when achieving each Objective.

ANIMAL COMPANION MINI-EXPANSION

1 During setup gain 3 additional Coins. Discard to perform a value 2 Correspondence action.
2 During setup gain 1 Temporary Knowledge token. Discard to perform an Academy action.
3 During setup advance your Evolution marker 3 steps. Discard to perform a value 2 Navigation action.
4 During setup gain 3 additional Coins. Discard to perform a value 1 Exploration action.
5 During setup advance your Evolution marker 3 steps. Discard to perform a value 1 Correspondence **and** Navigation action, in either order.
6 During setup gain 1 Temporary Knowledge token. Discard to perform a Deliver Specimen action.

GREAT SHIP MINI-EXPANSION

GS1 **Fireland expansion only.** Place up to 3 Adventure tokens to double associated Adventure rewards.
GS2 When achieving Crew cards, gain all rewards twice.
GS3 Gain the indicated reward when researching your 2nd, 3rd, and 4th Specimen of the same shape.
GS4 You may place a Worker onto a locked location by spending 1 Temporary Knowledge token. The Worker must satisfy all Wax Seal requirements.
GS5 When your Ship reaches or passes the HMS Beagle you may perform one of the indicated actions.
GS6 After placing a Tent, you may perform a Deliver Specimen action.
GS7 When determining Correspondence majorities, you discard no more than 1 Stamp from each Envelope.
GS8 All your Exploration values are reduced by one. Double all indicated rewards gained while Exploring.
GS9 Place Personal Lens tokens on indicated spaces during Setup. When unlocking, choose any token on this card and then gain the indicated reward.
GS10 **Fireland expansion only.** Whenever you gain any amount of Time, gain one additional Time.
GS11 When your Ship moves past any other Ship you gain the indicated rewards based on the number of players in the game.